

CLAIMS

1. (Previously presented) Rehabilitation apparatus, comprising:
 - at least one motion support element adapted to support a motion of a part of a human;
 - at least one sensor adapted to sense a movement and generate a movement signal of said at least one motion support element;
 - a generator of audio; and,
 - a controller in communication with said generator and said at least one sensor, said controller adapted to:
 - control said generator of audio to generate rhythmic audio timed to a stored desired movement of said human;
 - receive said sensed movement signal from said at least one sensor; and,
 - modify said generator provided audio in accordance with said sensed movement signal.
2. (Original) Apparatus according to claim 1, wherein said motion support element is adapted for attachment to a human.
3. (Original) Apparatus according to claim 1, wherein said motion support element is adapted for gripping by a human.
4. (Currently amended) Apparatus according to ~~any of~~ claims 1-3, wherein said motion support element is adapted to assist a movement by a human.
5. (Original) Apparatus according to claim 4, wherein said assisting comprises moving a portion of said human.
6. (Currently amended) Apparatus according to claim 4 ~~or claim 5~~, wherein said assisting comprises following a motion of said human while providing at least part of a motive force.
7. (Currently amended) Apparatus according to ~~any of~~ claims 4-6, wherein said assisting comprises restricting a motion of said human.

8. (Currently amended) Apparatus according to ~~any of claims 1-7~~, wherein said motion support element is adapted to resist a movement by a human.
9. (Original) Apparatus according to claim 8, wherein said resistance is not spatially uniform.
10. (Currently amended) Apparatus according to ~~any of claims 1-9~~, wherein said motion support element initiates said motion.
11. (Original) Apparatus according to claim 10, wherein said motion support element moves said human.
12. (Currently amended) Apparatus according to claim 10 ~~or claim 11~~, wherein said motion support cues said human to start said motion.
13. (Currently amended) Apparatus according to ~~any of claims 1-12~~, wherein said controller generates said audio responsive to a correctness of said motion.
14. (Original) Apparatus according to claim 13, wherein said controller modifies said audio during a motion according to a correctness of said motion.
15. (Currently amended) Apparatus according to claim 13 ~~or claim 14~~, wherein said correctness is judged against a stored plan.
16. (Currently amended) Apparatus according to ~~any of claims 13-15~~, wherein said controller judges correctness against one or more criteria.
17. (Currently amended) Apparatus according to ~~any of claims 13-16~~, wherein said controller distorts said audio according to a degree of error of said motion.
18. (Original) Apparatus according to claim 1, wherein said audio is generated before said movement.
19. (Previously presented) Apparatus according to claim 1, wherein said audio is generated

in time with said movement.

20. (Previously presented) Apparatus according to claim 1, wherein at least one plan is stored in said controller which said controller uses to anticipate changes in said movement and generate audio during said movement.

21. (Currently amended) Apparatus according to ~~any of claims 18-20~~, wherein said controller is configured to generate a score according to a synchronization between movements to specific spatial locations and said audio.

22. (Currently amended) Apparatus according to ~~any of claims 18-21~~, wherein said controller is configured to mix a predetermined musical stream and audio generated according to said motion.

23. (Currently amended) Apparatus according to ~~any of claims 18-22~~, wherein said controller comprises a memory that links musical elements with motion elements.

24. (Previously presented) Apparatus according to claim 23, wherein said controller generates said audio from musical elements corresponding to different body parts.

25. (Previously presented) Apparatus according to claim 23, wherein said controller generates said audio from musical elements corresponding to different motions.

26. (Currently amended) Apparatus according to ~~any of claims 1-25~~, wherein said controller generates said audio according to a difference between a desired motion and an actual motion.

27. (Currently amended) Apparatus according to ~~any of claims 1-26~~, wherein said controller analyzes said movement signal from said sensor to generate a music stream according to said movement signal.

28. (Currently amended) Apparatus according to ~~any of claims 1-27~~, wherein said controller generates said stream as a set of instructions prior to detecting motion of said human.

29. (Currently amended) Apparatus according to ~~any of~~ claims 1-28, wherein said controller generates series of musical notes and corresponding spatial motions.
30. (Currently amended) Apparatus according to ~~any of~~ claims 1-29, wherein said controller has stored therein a plurality of trajectories of motion of said human.
31. (Currently amended) Apparatus according to ~~any of~~ claims 1-30, wherein said controller has stored therein a rehabilitation program for said human.
32. (Currently amended) Apparatus according to ~~any of~~ claims 1-31, wherein said audio comprises music.
33. (Currently amended) Apparatus according to ~~any of~~ claims 1-32, wherein said audio generator is adapted to modify existing music.
34. (Previously presented) Apparatus according to claim 1, wherein said controller is adapted to detect a physiological indicator of said human using said sensor and generate music responsive thereto.
35. (Currently amended) Apparatus according to ~~any of~~ claims 1-34, wherein said apparatus is portable by an unassisted human.
36. (Currently amended) Apparatus according to ~~any of~~ claims 1-35, wherein said apparatus is wearable.
37. (Currently amended) Apparatus according to ~~any of~~ claims 1-36, wherein said apparatus comprises a stable base and at least one moving extension.
38. (Previously presented) A method of rehabilitation, comprising:
coupling a patient to a rehabilitation system;
performing a rehabilitation activity by said patient; and
automatically generating music correlated with said rehabilitation activity.
39. (Previously presented) A method according to claim 38, wherein automatically

generating comprises providing at least one cue to said patient.

40. (Previously presented) A method according to claim 38, wherein automatically generating comprises providing at least one musical instruction to said patient.

41. (Previously presented) A method according to claim 38, wherein automatically generating comprises providing feedback on a physical action using music.

42. (Previously presented) A method according to claim 38, wherein automatically generating comprises providing said music to other rehabilitated patients.

43. (Previously presented) A method according to claim 38, comprising selecting music for a cognitively impaired patient.

44. (Currently amended) A method according to ~~any of claims 38-43~~, wherein automatically generating comprises generating music according to a correctness of motion.

45. (Currently amended) A method according to ~~any of claims 38-44~~, wherein automatically generating comprises generating music timed according to a desired motion.

46. (Previously presented) A method according to claim 45, wherein automatically generating comprises requiring said patient to reach spatial locations according to a musical feature of said music.

47. (Previously presented) A method according to claim 45, wherein automatically generating comprises generating a musical channel to overlay an existing musical channel according to a motion of said patient.

48. (Currently amended) A method according to ~~any of claims 38-47~~, wherein automatically generating music comprises generating music to synchronize motions of different points in a body of said patient.

49. (Currently amended) A method according to ~~any of claims 38-47~~, wherein automatically generating music comprises said patient bringing music to said system.